SNK®

NEOGEO POCKET

DIVE ALERT™

MATT'S VERSION

EVERYONE

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SACNOTH™

NEOGEO POCKET COLOR®

DIVE ALERT™

MATT'S VERSION

Developed by:
SACNOTH

Distributed by:
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WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- Take a 10 or 15 minute break after every hour of game play.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

EPILEPSY WARNING

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation or convulsions.

Foreword

Thank you for purchasing this NEOGEO POCKET software cartridge. Before you begin, be sure to read the user's manual and learn how to play the game properly for maximum entertainment.

Note: Because the screen shots shown in this user's manual were taken during the development stage of this game, be aware variations exist.

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Welcome to
the world of Dive Alert...

~An aquatic adventure beckons~

The blue ocean stretches as far as the eye can see...You can see no land around you...There are no other SAS (Systematic Armored Submarine) units nearby...You are alone.

Years ago, the planet Earth was devastated by a massive catastrophe. Faced with the impending destruction of the human race, the finest scientists from around the world gathered together and built the "Cur Deus Homo (CDH)", a massive supercomputer unlike any before in order to save humanity.

The CDH built hundreds of marine stations called "Domus". In these stations, randomly collected human eggs were artificially fertilized, producing samples to save the human race.

You too are one of these samples, bred and grown in a maturation chamber, as is everyone else in the world. When you reached the age of 14, you were given an SAS and a Navigator–an AI computer program based on the CDH–and assigned duty as an Aquanaut. Your mission: to reach the city of "Terra".

"Terra"...The last city left on Earth, managed by CDH. "Terra" is said to be a virtual paradise, where humans enjoy peaceful and prosperous lives...

To enter "Terra", an applicant must have at least 100 million chips–the currency of the new world–and pass CDH's strict evaluation.

And so, to reach "Terra", you travel the endless ocean with your Navigator, searching for chips. Who knows what awaits you in this watery realm?

Using the Controller

(Basic Controls)

A Button	Confirms selections/ Fires weapons
B Button	Cancels selections/ Opens Battle Menu
Option Button	Emits Active Sonar pulse
Joystick	Moves cursor/Moves SAS

Starting A Game

Make sure that the "Dive Alert" software cartridge is properly inserted into your NEOGEO POCKET unit and press the Power button. The opening demo for the game should begin playing. Press the A button to stop the demo and go to the Title screen. If you want to begin a new game, select [New Game]; if you want to continue a previously-saved game, select [Continue] and press the A button.

NEW ~Starting a new game~

First, select your character's name. Select a letter with the Joystick, and press the A button to enter that letter, or press the B button to delete a character.

Then, select your Navigator's name.

Finally, choose a name for your character's SAS (Systematic Armored Submarine). (You can enter a name for your Navigator and SAS the same way you entered your character's name.) Once all name input has been completed, the game begins.

CONTINUE ~Playing a saved game~

If you select [Continue], you can begin playing a game that was previously saved.

Saving Games

You can save games in progress by selecting [Save] from the Dock menu.

The Dock Menu

The starting point for all your adventures –your home base–is the "Dock". When you bring your SAS into the Dock, a menu appears with the following options.

●Shop

You can use the Shop to buy new parts for your SAS, or sell extra parts you don't need. (To use items and weapons you buy at the Shop, you must attach them using [Set-up] .)

Using the Shop

At the Shop, you can use the chips you acquire in S Missions, N Missions, and the Training mode to purchase parts and weapons for your SAS. (You can also sell unneeded parts.) Parts and weapons all have special characteristics, so be sure to buy the ones that are best for you and your SAS.

●Set-up

Use this option to attach weapons and parts to your SAS.

Using Set-up

Set-up allows you to attach weapons and parts that you bought at the Shop or won in battle to your SAS. Try to find the combination of weapons and parts that works best for your submarine and fighting style.

●S Mission

This is the basic "Dive Alert" game, in which you try to reach the city of "Terra."

●N Mission

In this mode, you battle against various opponents for as long as your air and fuel last, collecting experience points, chips, and SAS parts. The mission ends as soon as you dock at a "Domus."

●Training

This is a mini-shooting game. You can collect chips from defeated opponents, but you do not get experience points or parts.

●Interactive Battle

This mode allows you to use the NeoGeo Pocket Link Cable to connect to a friend's NeoGeo Pocket and play against him or her! If you win, you can get experience points, chips, and parts. (However, if you lose, you can lose your SAS, Navigator, or other parts!)

●SAS Guide

You can view information you've collected on different SAS models here.

Using the SAS Guide

The SAS Guide lists information on all the SAS models you've encountered. Since the SAS models that appear in Matt's Version of "Dive Alert" are different from those in Becky's Version, to complete the SAS Guide, you'll need to play an Interactive Battle with a friend who has a different version of "Dive Alert" than you do.

Layers

The world of Dive Alert is divided into four sections called "Layers". The difference in Layers allows for a variety of strategies in combat, so be sure to keep your eye on the "Depth Indicator".

■Your SAS is capable of moving between all Layers. However, under certain circumstances your movement may be impaired, as detailed below.

No Fuel

➡ Movement on Layer 1 (Surface) is impossible.

Battery dead

➡ Movement on Layers 2, 3, and 4 (Underwater/Seabed) is impossible.

No Air

➡ Moving from Layer 1 (Surface) to Layers 2, 3, and 4 (Underwater/Seabed) is impossible.

Some weapons have no effect on an opponent unless both your SAS and the enemy SAS are on the same Layer, while others can only be used if your opponent's SAS is on a higher or lower Layer than you are. Keep this in mind when selecting weapons to attach to your SAS.

Using Sonar

Your SAS comes equipped with two kinds of sonar: Passive Sonar and Active Sonar. You can use these to gather information about your surroundings, such as where an enemy is located and what Layer they're on, or what kinds of attacks they're using.

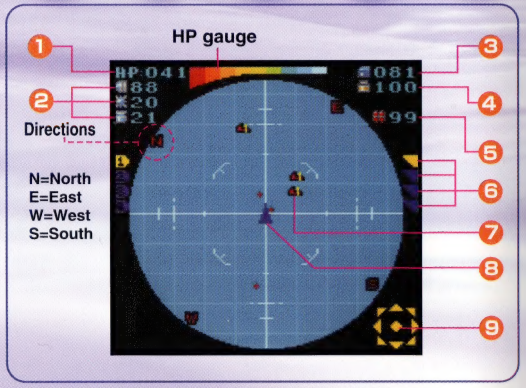
●Passive Sonar

This form of sonar allows you to get accurate information on the location of enemy SASes. While it returns signals from all Layers, it can only be used to scan areas near your SAS.

●Active Sonar

This form of sonar works by emitting and tracking a strong sound wave, and can be used to detect an enemy and determine what Layer they are on. (It cannot detect enemies on Layer 4 (Seabed).) However, since it uses a sound pulse, there is a slight time lag in the readout, meaning that the information provided by the active sonar cannot be updated in real time. Also, using Active Sonar wil register on an enemy's Passive Sonar, allowing them to detect your position.

The Game Screen



1 Hit Points

This represents how much damage your SAS can take. If the gauge runs out and the number reaches 0, the game ends.

2 Weapons

This displays how much ammo is left for each weapon attached to your SAS.

3 Fuel

This shows the amount of fuel remaining in your SAS.

If this number reaches 0, you can no longer use your engines and cannot move on Layer 1 (Surface). (Even if you run out of fuel, as long as you have air and battery power remaining, you can move on Layers 2, 3, and 4 (Under Water/Seabed).)

4 Air

This shows the amount of air remaining in your SAS. If it reaches 0, you will be unable to move to Layers 2, 3 and 4 (Under Water/Seabed). If you remain on Layer 1 (Surface), your air supply will slowly replenish itself.

5 Battery Power

This displays your remaining battery charge. If it reaches 0, you will be unable to use your underwater motor, and cannot move while in Layer 2 or lower (Under Water/Seabed). You can recharge your battery by moving on Layer 1 (Surface).

6 Depth Indicator

This displays what Layer your SAS is currently on.

7 Enemy SAS

This displays the location of enemy SASes and what Layer they are on.

8 Your SAS

This shows the current location of your SAS.

9 Compass

The direction of the current target is highlighted in red.

Battle

"Dive Alert" allows you to take part in realistic simulations of submarine combat, where the only guides are your sonar and instincts. This section will explain how combat works in "Dive Alert".

Movement

Your SAS is normally moved with the Joystick. (Note: You cannot move backwards or fowards on Layer 4.) To move your SAS from the current Layer to a different Layer, press the B button to open the Battle Menu. Align the cursor to one of your weapons and move the Joystick to the left or right to display the following options: "Ballast", "Float", and "Dive". Once you have selected an option, press the A button to confirm your selection. (Note: Selecting "Ballast" causes you to move up Layers faster than normal. This option can only be selected a number of times equal to the amount of Ballast you are carrying on your SAS.)

Finding a Target

Use your Passive Sonar and Active Sonar to find any enemy. You can emit an Active Sonar signal by pressing the Option Button, which will allow you to detect enemy locations and what Layers they are on. Be careful–using the Active Sonar will alert enemy ships to your location.

Using Weapons

Once you have found an enemy SAS, press the B button to open the Battle Menu. Use the Joystick to select a weapon with the cursor. Press the A button to confirm your selection. This arms that weapon, allowing you to fire it. To attack, use the Joystick to align your SAS so that it's facing the target enemy SAS, and press the A button to fire.

Salvage

If you sink an enemy SAS in combat, in addition to receiving chips and experience points, you may also be able to salvage parts and Navigators from the destroyed SAS.

Navigators

Your Navigator is your computerized partner, a friend who accompanies you on your journey and offers advice. Navigators are AI contructs, and each has its own individual personality. You can purchase new Navigators at Shops or salvage them from destroyed enemy SASes.

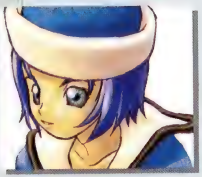
Crissy

Crissy is a bright cheerful Navigator programmed with the personality of a 14-year old girl. She's a little clumsy and prone to tears, but deep down is someone who stands her ground and doesn't give up easily.

Ezra

Ezra appears a beautiful woman with almond-shaped eyes and long straight hair. She's strong willed, hates to lose, is a little argumentative, but also has a soft side.

Hannah



Hannah is the shy, studious type. She's relatively unfamiliar with the way the world works, causing people to react to her as if she were a child. She wishes she could change, but at the same time, likes the safety of her own world.

Sam

An active personality who likes sports and being outdoors. A beautiful woman who says her hobby is housework, she claims to be the best cook in the world.

Leita

Although Leita was designed to be a beautiful young woman, she somehow ended up looking like a doll. Some think the fact of her existence shows CDH has a sense of humor.

Myala

A Navigator "gone native" who is often difficult to understand because of the way she talks. Living and acting in her own world, she is often incomprehensible, but at times makes profound observations.

Parts and Weapons

You can buy various parts and weapons for your SAS at Shops. These parts and weapons can be attached to your SAS using [Set-up], but the number and kind of weapons and parts that can be attached vary according to the size and cargo capacity of your SAS. Be sure to check the "SIZE" attribute of parts and weapons before you buy them.

Weapons

You can attach up to three different kinds of weapons to your SAS (although only one type of weapon can be armed at any given time). All weapons have differing specifications, such as range and firing method.

Anti-Sub Missile

This weapon can be used against an enemy on Layer 1, regardless of what Layer your SAS is on. Pressing the A button when this weapon is armed brings up a firing scope; after lining the target up in the scope, press the A button again to launch the missile.

Torpedo

This weapon is for use against enemies on the same Layer as your SAS. Simply align your SAS with the target and press the A button to fire.

Guided Torpedo

This torpedo picks up the target's motor and engine noise and uses it to track down the target. It can be fired regardless of your position relative to the target, but the target must be on the same Layer.

Depth Charge

This weapon is for use against enemies on a lower Layer than your SAS. However, it has no effect unless the enemy SAS is directly beneath yours.

Mine

This weapon is for use against enemies on a higher Layer than your SAS. However, it has no effect unless the enemy SAS is directly above yours.

Decoy

This mechanical decoy emits a loud noise to attract Guided Torpedos launched by your opponents.

Engine

Your engine is used for moving your SAS on Layer 1 (Surface). The quieter the engine, the harder it is for your opponents to track you using their Passive Sonar.

Walter Engine

Although this engine doesn't have much horsepower, its special oxidized fuel allows it to be used in Layers 2, 3, and 4 (Underwater/Seabed).

Motor

The motor is used for moving your SAS on Layers 2, 3, and 4 (Underwater/Seabed). Your motor's power increases as your SAS levels up.

Battery

These are used to power your motor, and are recharged by using your SAS's engine. The larger the batteries, the longer they can power the motor without being recharged. There are three sizes of batteries: S, M, and L.

Fuel Battery

These non-rechargable batteries use fuel and oxidized fuel as their power source.

Fuel Tank

This is required to use an engine on your SAS. If you run out of fuel, you cannot move on Layer 1.

Oxidizer Tank

This is necessary if your SAS has a Walter Engine or Fuel Batteries.

Air Tank

This tank holds air for your SAS. There are nine different sizes, and the larger the tank, the longer your SAS can stay submerged before replenishing its air supply.

Ballast

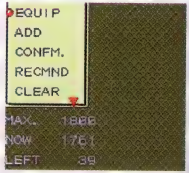
These are weights carried on your SAS. You can rise faster than normal while on Layers 2, 3, and 4 by releasing a ballast. (This is a good way to avoid enemy torpedos.)

Navi

You can also purchase additional Navigator personalities at Shops.

Using Set-up

In this mode, you attach parts and weapons purchased at a Shop to your SAS.



Equip

Attach parts to your SAS.

Add

Reload the weapons attached to your SAS.

Confm

Short for "Confirm"; allows you to check your SAS equipment status

Recmnd

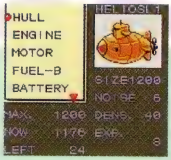
Short for "Recommended"; allows you to auto-attach a recommended set of equipment.

Clear

Removes all attached weapons and parts from your SAS.

End

Closes the Setup screen.



When you select [Equip], a menu is displayed that shows you the parts and weapons currently attached to your SAS. Your cargo capacity and current capacity are also displayed. Remember, you can't add more equipment to your SAS than its maximum capacity.

The Training Mode

In this mode, you have 60 seconds and 40 shots in which to beat the high score. At the end of the training session, your score is converted into chips. The sessions ends as soon as the timer reaches 0 or you run out of ammo.

Instructions

Use the Joystick to move your ship left and right, aiming for the targets. Press the A button to fire weapons.

Target		HP	Points
	Ship 1	1	1
	Ship 2	2	3
	Ship 3	2	4
	Ship 4	3	8
	Ship 5	3	9
	Mermaid	5	25
	Octopus	9	36
	Clock	Increases remaining time.	
	Surfer	Increases remaining ammo.	
	Peach	Stops the timer and allows you to fire unlimited shots for 10 seconds.	

SAS Models

There are several different types, or models, of SAS. As your SAS increases in level, the hull gets stronger and even evolves. If your SAS is destroyed (its HP is reduced to 0), the game ends.

(Note: The SAS models found in Matt's Version of "Dive Alert" are different from those found in Becky's Version.)

Spine

This small SAS is modelled after a lobster. Although it has strong armor and is very mobile, it isn't capable of carrying many weapons.

Helios

A cute little oval-shaped SAS. As it was designed for speed, it has one of the lowest cargo capacities.

Diablo

This SAS has a high cargo capacity, but at the expense of speed.

Crux

This futuristic-looking, mid-range SAS has a high speed and weapons capacity, but thin armor.

Interactive Battle

You can play against your friends using the Interactive Battle Mode. This section shows you how to setup and play the Interactive Battle Mode.

●What You Need

NEOGEO POCKET COLOR (or NeoGeo Pocket) units 2
"Dive Alert" software cartridge 2
(any combination of Matt's Version or Becky's Version may be used)
NEOGEO Pocket Link Cable 1

●Getting Started

After confirming that both NeoGeo Pocket units are turned off, attach the Link Cable.

After inserting the "Dive Alert" software cartridge into both NeoGeo Pocket units, press the Power button.

Select [Interactive Battle] from the Dock menu and press the A button to begin the game.

※ Note: Be sure to read the manual and follow the recommended operating procedures when using the Link Cable.
※ If you do not have any saved games, you will need to complete the first scenario and return to the Dock before being able to select the Interactive Battle Mode.

Hints

Here are some hints from the Dive Alert design team to help you if you're having trouble playing the game.

Q Help! I can't hit any of the enemy ships, but their attacks always hit me!

A First, observe what Layer the enemy ships are on. See the little numbers on the enemy ships displayed on your sonar screen? That shows what Layer the ships are on. Plan your attack based on what kind of weapons you have - do you have any that can attack ships on a different Layer, or do you need to dive or rise to the same Layer as the enemy ships?

Q I've played the Training Mode and gotten a lot of chips, which I used to buy the best weapons, the fastest engine, and the most powerful motor, but I can't get them onto my SAS!

A Check your SAS's size in the [Setup] screen. If your level is low, you can only attach light weapons and small engines. As your level goes up, you'll be able to attach bigger and heavier engines and weapons.

Q I have lots of powerful weapons on my SAS, but when I go out to blow up some enemy ships, they blow me up instead, and I can't even see them! Help!

A Remember, there are two different kinds of sonar. The reason why you can't see the enemy ships is probably because they're not moving, which means your Passive Sonar can't pick them up. On the other hand, since your moving around looking for them, you show up on their Passive Sonar.

MEMO

MEMO

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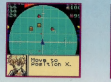
Beneath the ocean's surface... The adventure of a lifetime awaits you...

Embark on a long and dangerous journey, seeking the only remaining city in a world of water. The Earth has been turned into one giant sea. To survive, one young man searches this endless ocean for this last-standing symbol of civilization. This is Dive Alert, the first authentic submarine simulation RPG.



- Experience realistic submarine battles!
- Customize your very own SAS submarine model!
- Use the NGP Link Cable to battle a friend!
- Find and collect different models in both Becky and Matt versions!

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★Collect equipment and new submarines by beating your friends in an Interactive Battle!

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Supports play NGP COLOR

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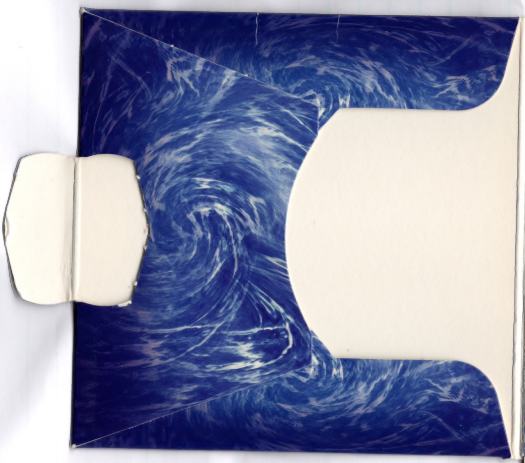

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